

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A jumping application morphing console that alters a jumping application that is jumping between two or more hosts connected to the morphing console, the morphing console comprising:

a morphing module that alters the jumping application as the jumping application jumps between hosts including receiving the jumping application jumping from a first host to a next host, altering the jumping application, and sending the jumping application to the next host;

a database that contains one or more behavior packages for the jumping application, where each behavior package alters the behavior of the jumping application for a particular host; and

where the morphing module includes instructions that determine [[a]] the next host to which the jumping application is being dispatched and instructions that alter the behavior of the jumping application for the next host using a first behavior package of the one or more behavior packages, the first behavior package associated with the next host.

2. (Previously Presented) The console of Claim 1, wherein instructions that determine the next host further comprises instructions that identify the next host of the jumping application based on an itinerary of the jumping application.

3. (Previously Presented) The console of Claim 1, wherein the instructions that alter the behavior of the jumping application further comprise instructions that gather information about each host of the two or more hosts in order to determine the capabilities of each host.

4. (Previously Presented) The console of Claim 3, wherein the instructions that gather information further comprise instructions that store one or more particular behavior packages that are associated with each host of the jumping application system where each behavior package adjusts one of a state and a behavior of a jumping application using the capabilities of the particular host.
5. (Previously Presented) The console of Claim 4, wherein the instructions that alter the behavior further comprise instructions that identify a first behavior package associated with the next host for the jumping application and instructions that modify one of the state and the behavior of the jumping application using the identified behavior package.
6. (Original) The console of Claim 1 further comprising instructions that forward the jumping application with the altered behavior onto the next host.
7. (Original) The console of Claim 1, wherein the database further comprises one or more groups and each group contains one or more behavior packages associated with a set of capabilities of a host computer.
8. (Original) The console of Claim 7, wherein a host computer is assigned to a group based on the capabilities of the host computer.
9. (Original) The console of Claim 1, wherein the database further comprises a plurality of behavior packages associated with each jumping application wherein each behavior package for the jumping application is associated with a particular set of capabilities of a host computer.

10. (Currently Amended) A jumping application morphing console that alters a jumping application that is jumping between two or more hosts connected to the morphing console, the morphing console comprising:

means for storing one or more behavior packages for the jumping application, wherein each behavior package alters the behavior of the jumping application for a particular host;

means for determining a next host to which the jumping application is being dispatched;
and

means for altering the behavior of the jumping application for the next host using a first behavior package associated with the next host when the jumping application jumps between ~~hosts~~ a first host and the next host,

where the console alters the behavior after the jumping application leaves the first host and before the jumping application arrives at the next host.

11. (Previously Presented) The console of Claim 10, wherein the determining means further comprises means for identifying the next host of the jumping application based on an itinerary of the jumping application.

12. (Original) The console of Claim 10, wherein altering means further comprises means for gathering information about each host of the jumping application system in order to determine the capabilities of each host.

13. (Previously Presented) The console of Claim 12, wherein the gathering means further comprises means for storing one or more particular behavior packages that are associated with each host of the jumping application system wherein each behavior package adjusts one of a state and a behavior of a jumping application based on the capabilities of the particular host.

14. (Previously Presented) The console of Claim 13, wherein the altering means further comprises means for identifying a first behavior package associated with the next host for the jumping application and means for modifying one of the state and the behavior of the jumping application using the identified behavior package.

15. (Original) The console of Claim 10 further comprising means for forwarding the jumping application with the altered behavior onto the next host.

16. (Original) The console of Claim 10, wherein the database further comprises one or more groups and each group contains one or more behavior packages associated with a set of capabilities of a host computer.

17. (Original) The console of Claim 16, wherein a host computer is assigned to a group based on the capabilities of the host computer.

18. (Original) The console of Claim 10, wherein the database further comprises a plurality of behavior packages associated with each jumping application wherein each behavior package for the jumping application is associated with a particular set of capabilities of a host computer.

19. (Currently Amended) A computer-implemented method for altering the behavior of a jumping application in a jumping application system to optimize its execution for a particular host in the jumping application system, the method comprising:

receiving at a morphing console a jumping application ~~during a jump~~ dispatched from a first host during a jump between hosts;

determining a next host to which a jumping application is being dispatched;

altering the behavior of the jumping application for the next host using a behavior package associated with the next host; and

dispatching the jumping application to the next host.

20. (Previously Presented) The method of Claim 19, wherein determining the next host further comprises identifying the next host of the jumping application based on an itinerary of the jumping application.

21. (Original) The method of Claim 19, wherein altering the behavior of the jumping application further comprises gathering information about each host of the jumping application system in order to determine the capabilities of each host.

22. (Original) The method of Claim 21, wherein gathering information further comprises storing a behavior package associated with each host of the jumping application system wherein each behavior package adjusts one of a state and a behavior of a jumping application based on the capabilities of the particular host.

23. (Original) The method of Claim 22, wherein altering the behavior further comprises identifying a first behavior package associated with the next host for the jumping application and modifying one of the state and the behavior of the jumping application based on the identified behavior package.

24. (Original) The method of Claim 19 further comprising forwarding the jumping application with the altered behavior onto the next host.

25. (Currently Amended) A jumping application morphing system, comprising:
a management and security console;

two or more host computers connected to the console by a computer network, wherein each host computer executes a jumping application; and

wherein the console includes a morphing module that alters a jumping application as the jumping application jumps between hosts, where the morphing module receives the jumping application from a first host and alters the jumping application before sending the jumping application to a next host, a database that contains one or more behavior packages for the jumping application, wherein each behavior package alters the behavior of the jumping application for a particular host, and wherein the morphing module includes instructions that determine [[a]] the next host to which the jumping application is being dispatched and instructions that alter the behavior of the jumping application for the next host using a first behavior package associated with the next host.

26. (Previously Presented) The system of Claim 25, wherein the console instructions that determine the next host further comprise instructions that identify the next host of the jumping application based on an itinerary of the jumping application.

27. (Previously Presented) The system of Claim 25, wherein the console instructions that alter the behavior of the jumping application further comprise instructions that gather information about each host of the jumping application system in order to determine the capabilities of each host.

28. (Previously Presented) The system of Claim 27, wherein the console instructions that gather information further comprise instructions that store one or more particular behavior packages associated with each host of the jumping application system where each behavior package adjusts one of a state and a behavior of a jumping application using the capabilities of the particular host.

29. (Previously Presented) The system of Claim 28, wherein the console instructions that alter the behavior further comprise instructions that identify a first behavior package associated with the next host for the jumping application and instructions that modify one of the state and the behavior of the jumping application using the identified behavior package.

30. (Original) The system of Claim 25, wherein the console instructions further comprise instructions that forward the jumping application with the altered behavior onto the next host.

31. (Original) The system of Claim 25, wherein the database further comprises one or more groups and each group contains one or more behavior packages associated with a set of capabilities of a host computer.

32. (Original) The system of Claim 31, wherein a host computer is assigned to a group based on the capabilities of the host computer.

33. (Original) The system of Claim 25, wherein the database further comprises a plurality of behavior packages associated with each jumping application wherein each behavior package for the jumping application is associated with a particular set of capabilities of a host computer.

34. (Currently Amended) A server computer for a jumping application morphing system, the server computer comprising:

a processor;

a memory connected to the processor;

a database connected to the processor that contains one or more behavior packages for the jumping application, where each behavior package alters the behavior of the jumping application for a particular host; and

where the memory includes instructions that determine a next host to which the jumping application, received from a first host, is being dispatched and instructions that alter the behavior of the received jumping application for the next host using a first behavior package associated with the next host.

35. (Previously Presented) The server of Claim 34, wherein the instructions that determine the next host further comprise instructions that identify the next host of the jumping application based on an itinerary of the jumping application.

36. (Previously Presented) The server of Claim 34, wherein the instructions that alter the behavior of the jumping application further comprise instructions that gather information about each host of the jumping application system in order to determine the capabilities of each host.

37. (Previously Presented) The server of Claim 36, wherein the instructions that gather information further comprise instructions that store one or more particular behavior packages associated with each host of the jumping application system wherein each behavior package adjusts one of a state and a behavior of a jumping application using the capabilities of the particular host.

38. (Previously Presented) The server of Claim 37, wherein the instructions that alter the behavior further comprise instructions that identify a first behavior package associated with the next host for the jumping application and instructions that modify one of the state and the behavior of the jumping application using the identified behavior package.

39. (Original) The server of Claim 34 further comprising instructions that forward the jumping application with the altered behavior onto the next host.

40. (Original) The server of Claim 34, wherein the database further comprises one or more groups and each group contains one or more behavior packages associated with a set of capabilities of a host computer.

41. (Original) The server of Claim 40, wherein a host computer is assigned to a group based on the capabilities of the host computer.

42. (Original) The server of Claim 34, wherein the database further comprises a plurality of behavior packages associated with each jumping application wherein each behavior package for the jumping application is associated with a particular set of capabilities of a host computer.